



Event: Guest Speaker, Mark Schneckloth

Topic: "Tales from the Video Games Industry"

Time: Friday March 6th, 3pm - 4pm

Place: OCNL 254

Summary:

'Everyone knows that video games have flashy graphics and exciting sounds. But what engineering lives under the covers? How do enemy soldiers decide whether to lie low or shoot? How random is a dice roll? What hardware limitations do you need to work around? How do you test video game components? I'll talk about my experiences "under the covers" of several Sega, Playstation, and Nintendo 64 games and their accompanying technologies -- including some novel technology that never saw the light of day. It's not flashy. It's down-and-dirty software engineering.'

